

CTW
SESAME STREET

A SESAME STREET™
Preschool Skills Activity

Big Bird's Funhouse™

A game of concentration, memory and sequencing.



GAME PLAY & ACTIVITY MANUAL

CBS
SOFTWARE

Featuring the JIM HENSON MUPPET™ Characters from SESAME STREET.™

Why Are CTW Computer Games Different?

Since 1968, Children's Television Workshop (CTW) has demonstrated that one of the greatest vehicles for learning is fun. The computer activities developed by the CTW Software Group for CBS Software continue this tradition, drawing on the interactive capability of the computer.

The Goals of CTW Games

These computer games have extended the goals pioneered by CTW in television with *Sesame Street*, *The Electric Company* and *3-2-1 Contact*. Friendly and engaging, they encourage constructive play and active learning. CTW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. Each one is designed to be a family experience—where everybody plays together and learns from each other.

Computers and Learning

Equally important, the computer has brought an exciting new dimension to electronic learning—interaction. A great deal of planning and research have gone into making these games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing and direction of the games are under the control of the player. *As the child responds to the computer, the computer responds to the child.*

BIG BIRD'S FUNHOUSE provides a playful setting in which children can practice important skills including auditory and visual matching, counting and sequencing. Children will love playing in the Funhouse, as their Muppet pals perform funny antics in time with the lively music. Featuring colorful graphics, this delightful, interactive computer activity entertains as it offers children experience with important preschool skills.

The games and materials in this package were developed by the CTW Software Group, a division of Children's Television Workshop, in cooperation with CBS Software.

Program © 1984 Children's Computer Workshop, Inc. All Rights Reserved.

MUPPET Characters © 1984 Muppets, Inc. All Rights Reserved.

Overlay Design © NEOSOFT, INC. 1984. All Rights Reserved. Patent Pending.

Package and Manual Design © 1984 CBS Software, A Unit of CBS Inc.

*BIG BIRD is a trademark of Muppets, Inc.

JIM HENSON and MUPPETS are trademarks of Henson Associates, Inc.

SESAME STREET and Street sign are trademarks and service marks of Children's Television Workshop.

EasyKey™ is CBS Software's trademark for Neosoft Neocover™ products exclusively licensed to CBS Software. Neocover™ is a trademark of Neosoft, Inc.

Big Bird's Funhouse™ *

Hi!



Introduction

Who's hiding from Big Bird?

Can you remember which SESAME STREET Muppets you invited to the Funhouse—and which ones have mysteriously disappeared? Your Muppet pals can pop up anywhere, any time!

So, if you're ready for fun, let's get started!

Parents:

BIG BIRD'S FUNHOUSE allows your children to play with and practice these early skills:

- Visual discrimination and matching
- Auditory discrimination and matching
- Memorization strategies
- Sequencing
- Counting

When you play BIG BIRD'S FUNHOUSE with your child, you can reinforce these concepts and exercise your child's ability to concentrate. Talk about the game as you play. Ask your child, "How many Muppet friends did you invite? How many are there now? How many are hiding?" Encourage your child to say their names out loud in the order in which they appear. Say things like, "Who was the first Muppet friend you invited to the Funhouse? Who was next?"



We have designed this manual so that it is easy for you to follow as you read it aloud to your child. Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

The EasyKey™ Keyboard Overlay

Included with the program is an EasyKey keyboard overlay designed to fit over your computer's keyboard. The EasyKey makes it simple for little fingers to play BIG BIRD'S FUNHOUSE. Never try to use the program without the EasyKey in place. Here are some of its features:

- The PLAY key. Press this key to start your game.
- The LEVEL key. Use this key to select the level of the game you want to play. There are five levels in BIG BIRD'S FUNHOUSE, each with its own challenge. You may switch levels even if you are in the middle of a game.
- The PAUSE key. Press this key to stop the game at any point. Press it again to resume playing.

Taking Care of the EasyKey

The EasyKey keyboard overlay is made of tough, flexible vinyl. You can use it as often as you like, but you must treat it carefully to keep it in good condition.

- Keep the EasyKey away from sharp objects that may cut or puncture it.
- Keep the EasyKey away from heat and out of direct sunlight.
- Do not write on the EasyKey.
- If the EasyKey gets dirty, carefully wipe it with a damp cloth dipped in mildly soapy, lukewarm water.
- Return the EasyKey to the program storage case when you are not using it.

Get Ready

The How-To-Play Card included with BIG BIRD'S FUNHOUSE contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the How-To-Play Card first and come back to this manual for step-by-step directions, story and activities.

Let's Play

Hi! It's time to play BIG BIRD'S FUNHOUSE! Here's how:

*Big Bird's baffled just a bit...
His pals are hiding—and he's "it!"
Watch those Muppets run and hide—
We bet you could find them if you tried!*

Select a Level

Follow the directions on the How-To-Play Card to use the EasyKey and to select a game level.

Invite Your Muppet Pals

Welcome to the Funhouse! Your Muppet pals can't wait to play Hide and Seek—which ones will you invite?

There are two ways to invite Muppet pals:

Press a Muppet Key.

The Muppet pals you pick will pop into their windows—and each has a tune of his own!

Press the Pop-Up Key.

On Levels 4 and 5 your Muppet pals will wait for you to press a key before they appear!

Now You See Them...

Big Bird's tied a blindfold over his eyes—and it's time for your Muppet friends to hide.

How do they hide?

Press the Hide Key—and watch your buddies find a hiding place!

Now You Don't!

Who's hiding from Big Bird? It's up to you to remember!

Oops! You guessed the wrong Muppet buddy. Big Bird will come out and shake his head "no," and you can try again.

Make a second wrong guess and you will get a musical clue.

If you guess wrong a third time, one of your hiding Muppet pals will pop up to give you another clue. So listen, watch and guess again!



You can help your child remember which Muppet friends are hiding by offering some step-by-step guidance. Before the child makes a guess say,

"Which Muppet friends do you want to play with? Tell me their names."

"Now press their pictures on the EasyKey."

"Press the Hide Key."

"Which Muppet friends did you invite? Show me on your EasyKey."

Playtime!

Each level is designed to be more challenging than the last. Encourage your child to start with the simplest level and practice the skills needed to move to subsequent levels. On all levels, if you hear the SESAME STREET song, it's a reminder to press the Hide Key.

Level 1:

Object:

Who's Hiding?

Guess which Muppet pal or pals are hiding from Big Bird.

It's party time—are you ready? Here's what to do!

You can invite only three Muppet pals. So choose carefully and press three Muppet Keys.



Let's Play

Each Muppet pal you pick will pop up in a Funhouse window.

Now press the Hide Key.

When the action stops, look at the Funhouse again. Count the open windows. That's how many of your Muppet pals are hiding. No one is hiding behind the closed windows!

Your Muppet buddies will pop up in the open windows again. First one, then two and then all three will be missing.

Press the key for each missing Muppet pal.

Make as many guesses as you want. If you make a wrong guess, you'll get a clue to help you guess right!

Press the right key and your Muppet buddy will pop up and play a tune for you!

Sounds good—but there's more:

Now press the Hide Key to play again!

Play all three games in a round and Big Bird will skate across the screen.

Rounds:

In Level 1, a round consists of three games. In Game 1, one Muppet character will hide; in Game 2, two will hide; in Game 3, all three will hide.

Level 2:

What a Runaround!

Object:

Help Big Bird figure out how many of your Muppet buddies are missing and who they are.

Muppets here, Muppets there—Muppets hiding everywhere! How many do you have to find? That depends on how many you invite!



Invite as many of your Muppet pals as you want—three or all eight!

Press their keys and they will pop into the windows.

Press the Hide Key. When the action stops, one or more of your Muppet pals will be missing! You can count the number of open windows to help you remember how many of them are hiding.

Press a key for each missing Muppet friend and, if you're right, at the end of the round, Big Bird will skate out again!

Rounds:

In Level 2, the number of games in a round equals the number of invited Muppet characters. For example, if you invite six of them, a round will consist of six games.

Level 3:

Object:

Watch Your Windows!

Help Big Bird figure out which of his Muppet friends are hiding—but this time all of the windows are open.

Your Muppet buddies are up to their usual tricks—and more. What's up? Just watch:

Invite three Muppet friends or as many as six. Press the Hide Key.

When the action stops, guess which of your Muppet pals are missing! Think hard! Because this time, you can't count on the number of open windows to give you a clue.



Press a key for each missing Muppet pal and each one will pop into a window and play his tune. But that's not all:

You must press keys for *all* your missing Muppet friends.

Having a hard time? Your Muppet buddies will give you some clues and you can guess and press again.

Rounds:

In Level 3, the number of games in a round equals the number of invited Muppet characters.

Level 4:

Object:

That's an Order!

Help Big Bird remember which Muppet pals he invited—and the order in which he invited them.

*Those sneaky Muppets! What a crew!
They're out to stump you now—
Which ones popped up? Remember who,
And then—remember how!*

Press the Pop-Up Key.

One at a time, three Muppet friends will pop up in a special order and play their tunes for you.

Now press the Hide Key.

Watch carefully! Because your Muppet pals will hide in exactly the same order as they popped up—and you have to remember that order later!

When the action stops, ask yourself:

Which Muppet pal popped up first? Which came second? Which came third?

Press a key for each hiding Muppet friend, in the same order that they popped up at you.

Meet Your SESAME STREET Muppet Pals

Great! You got it!
Ready to play again?

Press the Pop-Up Key—and watch those windows! This time four Muppet friends will pop up.

After you find them in the correct order, a new set of Muppet buddies will pop up—plus one more!

But if you make a mistake along the way, you'll play again with the same number of Muppet friends. After all, practice makes perfect!

Press all the Muppet keys in the right order and Big Bird will skate out to cheer you!

Rounds:

In Level 4, a round continues until you correctly guess the order of the Muppet characters. Once you guess five Muppet characters in their correct order, play continues with a different set of five.



On Levels 4 and 5, encourage your child to name each Muppet friend as he pops up and once again as he hides. Muppet friends will hide in the same order as they pop up, so your child has two opportunities to say their names aloud and remember each sequence.

Level 5:

Object:



Sneak a Peek!

Repeat the order of Muppet pals that pop up in the windows.

This time, Big Bird chooses his Muppet buddies and that changes the rules. Peeking is allowed! In fact, it's the name of the game!

Here's what happens:

Press the Pop-Up Key.

A Muppet pal pops up in one of the windows. Then he disappears!

Who was that?

Find him on your EasyKey and press that key!

You guessed the pop-up Muppet friend—good for you! Practice makes perfect—now there are two!

Press a key for each Muppet pal you see—in the same order that they popped up at you. Watch closely—because they may pop up more than once in the same game!

Each time you guess and press a correct set of Muppet pals, one more will appear. But if you get stumped, Big Bird will shake his head “no.”

What's the score? Look at the top of the screen. The number next to “MUPPETS UP” will show you the number you got right! Ready to play again? Press the Pop-Up Key and it's back to the beginning of the game for you!



Rounds:

You can help your child with the concept of sequencing. Guide your child by saying, “First, one Muppet friend pops up. What's his name? Then he hides. If you find him, he pops up! Then he pops up again and a new Muppet friend pops up after him. Find who popped up first and then who popped up second.”

In Level 5, a game continues as long as you guess Muppet characters in the correct sequence.

Meet Your SESAME STREET Muppet Pals

Welcome to BIG BIRD'S FUNHOUSE! Starring:

Me like Hide and Seek—but me love eating cookies! Where's the kitchen?



COOKIE MONSTER

Okay, okay, I'll hide—but what happens if no one finds me?



TELLY MONSTER

I'm almost ready to play—I just have to finish polishing my paperclip collection.



BERT

Good evening! My bats and I are always ready to play Hide and Seek—you can count on it!



THE COUNT

Bird, I'm glad you let me play your game, but oh dear. I hope I can fit inside the Funhouse.



SNUFFLE-UPAGAS

Hello, everybody. Keep your eye on this fuzzy face and if you can't find me, here's a hint: I might pop up again.



GROVER

Betcha can't find me... but if you can find my can, you can!



OSCAR

My ol' buddy Bert and me are like a couple of slices of toast—we're ready to pop up anytime!



ERNIE

Oops! I'm not in the Funhouse—I'm "it!" Oh well, everybody makes mistakes—even a large yellow bird like me!



BIG BIRD

CBS Software, A Unit of CBS Inc., Greenwich, CT 06836

2L-0201

CBS
SOFTWARE